

1 APPLICATION FOR UNITED STATES LETTERS PATENT

2 ON INVENTION FOR:

3 WORD-FORMING GAME FOR AT LEAST TWO PLAYERS AND APPARATUS
4 THEREFORE

5 BY INVENTOR: James N. McCabe

6 *****

7 Agt. Doc. No.: MCCJ86A

8 *****

9 RICHARD L. MILLER

10 REGISTERED PATENT AGENT

11 12 PARKSIDE DRIVE

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14 *****

15 TO ALL WHOM IT MAY CONCERN:

16 BE IT KNOWN that I, James N. McCabe, a citizen of
17 THE UNITED STATES OF AMERICA and resident of: Paloma, IL
18 62359-0086 have invented certain new and useful improvements
19 in a(n): WORD-FORMING GAME FOR AT LEAST TWO PLAYERS AND
20 APPARATUS THEREFORE of which the following is a full, clear,
21 concise and exact description:

1 Inventor: James N. McCabe
2 Invention: WORD-FORMING GAME FOR AT LEAST TWO PLAYERS AND APPARATUS
3 THEREFOR
4 DOC. No.: MCCJ86A

5 CROSS REFERENCE TO RELATED APPLICATIONS

6 The instant application contains subject matter disclosed in
7 applicant's Design Application No. 29/175143 filed on Jan. 29, 2003,
8 which is presently copending and accordingly it is respectfully
9 requested that this application be accorded the above priority date of
10 Jan. 29, 2003 for any common matter, under Title 35 USC 120.

11 BACKGROUND OF THE INVENTION

12 Field of the Invention:

13 The present invention relates to a game. More particularly, the
14 present invention relates to a word-forming game for at least two players
15 and apparatus therefor.

16 Description of the Prior Art:

17 Numerous innovations for word games have been provided in the prior
18 art that will be described. Even though these innovations may be suitable
19 for the specific individual purposes to which they address, however, they
20 differ from the present invention.

21 A FIRST EXAMPLE, U.S. Patent No. 3,640,531 to Penders teaches a word
22 forming game device that includes a board having a playing surface and a
23 rotor disposed thereover. The playing surface is marked with seven
24 concentric circles connected by 32 radial lines to form 192 segmental
25 spaced in 32 radially disposed groups or sectors of six each and in six
26 circumferential groups or concentric rings of 32 each. The spaces in the

1 outermost ring severally have numerical symbols arranged in numerical
2 sequence to designate the corresponding radial groups therebelow, while
3 the spaces in the remaining rings severally have specific alphabetical
4 letter symbol or a "WILD" word symbol designating any desired letter, but
5 normally do not form words either radially or circumferentially, and the
6 spaces in the outermost ring severally are provided with upstanding stops
7 along the radial lines. The rotor is in the form of a circular disc
8 covering all but the outermost ring of spaces and provided with a sector-
9 shaped slot rotatable to expose upon stopping all five spaces in each of
10 the radial groups, but only four spaces in each of the five concentric
11 circumferential groups, totaling 20 letter symbols and/or "WILD" symbols.
12 A radial group of letter symbols is provided along each side of the slot
13 in alignment with the exposed circumferential groups and spelling one or
14 more words radially inwardly, such as the word "WHEEL" on one side and the
15 words "A WORD" on the other side, to designate the preferred radially
16 inward sequence of selecting the symbols in each of the five
17 circumferential groups upon successive rotations and stops of the rotor,
18 which also is provided along the side of the slot designated by the work
19 "WHEEL" with a detent extending beyond the rotor periphery and engageable
20 with the stops to stop the rotor between adjacent pairs of stops to
21 positively designate the first symbols of the circumferential groups to
22 be selected sequentially radially inwardly. As the rotor stops upon
23 successive rotations, the four symbols in each of the five exposed
24 circumferential groups are selected by each player until all 20 symbols
25 are selected to form words by the use of playing pieces having
26 corresponding symbols.

27 A SECOND EXAMPLE, U.S. Patent No. 4,084,816 to Shafer teaches an
28 educational and amusing game for evolving words comprising a plurality of
29 word cards which are provided with two five-letter words having only one
30 vowel combination and in which no one letter of the alphabet is repeated
31 on any one word card. The object of the games is to completely spell out
32 both words on a word card previously chosen by each participant by means

1 of employing games pieces which are provided with letters, complete words,
2 and vowel combinations which duplicate the letters, vowel combinations,
3 and words of the two-word combinations formed on the word cards. The
4 participants randomly draw upon a series of game pieces which selectively
5 aid and/or impede the participants in their task of spelling out the words
6 on a drawn word card.

7 A THIRD EXAMPLE, U.S. Patent No. 4,171,815 to Sturtz teaches a word
8 forming game comprising a game board having three peripheral slide and an
9 open side adapted to receive therebetween crossword puzzle inserts. The
10 upper surface of two of the slides are numbered from thirteen to one. The
11 crossword inserts have open squares to be filled in with play pieces
12 marked with various letters to be inserted in the squares to provide
13 definitions for words appearing in the puzzles. Also provided are score
14 sheets to keep track of the players performance. The numbering on the
15 slides also indicates points won by a player for placing the right letters
16 in the correct squares in response to a puzzle question.

17 A FOURTH EXAMPLE, U.S. Patent No. 4,741,538 to Lewis teaches a game
18 which includes the board, cards, playing pieces and the rules for playing
19 the game. The basic principle of the game deals mainly with the
20 purchasing of alphabet letters from an alphabet bank for a predetermined
21 price displayed on the surface of the game board. Each player tries to
22 obtain enough alphabet letters to spell out a word while avoiding his
23 opponent's scheme to get his alphabet letters and eliminate his ability
24 to spell out a complete word. Players purchase alphabet letters with play
25 money, and in turn collect a pay-off price for each word. The player that
26 accumulates ten thousand dollars first or eliminates all other players out
27 of the game is the sole winner.

28 A FIFTH EXAMPLE, U.S. Patent No. 4,773,651 to Papapavlou teaches a
29 hand of cards bearing letters of the alphabet and a combined scoring and
30 word card are dealt to each player, the players drawing a card from the
31 deck and discarding in turn until one player's letter cards spell the word
32 of his word card, the player then placing the word card in a space adapted

1 to receive it on a score board having graduated spaces for each of the
2 players, and continuing the game until one player has filled the spaces
3 provided for him on the score board.

4 A SIXTH EXAMPLE, U.S. Patent No. 5,145,183 to Gates teaches a word-
5 forming game comprising of a game board, game rules, pegged game pieces,
6 word cards, playing pads, a timer, pencils, and a numbered die. Players
7 form words from the letters of the word cards using the pencil and pad
8 provided. Players are awarded points by forming words other players have
9 not formed. Each round consists of drawing of a new word card. The
10 winner is the player who has collected enough points to move his or her
11 game piece to the finish.

12 A SEVENTH EXAMPLE, U.S. Patent No. 5,429,371 to Bledsoe teaches a
13 board games that has first and second playing areas, with the first
14 playing area being a continuous path along the perimeter of the game
15 board. The second playing area is located within the first playing area
16 and includes spaces for forming words with the spaces having a surface for
17 erasable markings of letters. The first and second playing areas have
18 indicia printed thereon. The first playing area determines which letters
19 to use to form words within the second playing area, and indicates the
20 monetary values for using the indicated letters. The board game also
21 includes a die that controls the movement of player pieces along the
22 continuous path and which directs the players to use a spinner of the
23 board game. Words may be formed within the second playing area and can
24 be spelled forward, backward, vertically, horizontally or diagonally. The
25 spinner provides a further random chance control.

26 It is apparent that numerous innovations for word games have been
27 provided in the prior art that are adapted to be used. Furthermore, even
28 though these innovations may be suitable for the specific individual
29 purposes to which they address, however, they would not be suitable for
30 the purposes of the present invention as heretofore described.

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SUMMARY OF THE INVENTION

2 ACCORDINGLY, AN OBJECT of the present invention is to provide a
3 word-forming game for at two players and apparatus therefor that avoids
4 the disadvantages of the prior art.

5 ANOTHER OBJECT of the present invention is to provide a word-forming
6 game for at least two players and apparatus therefor that is simple and
7 inexpensive to manufacture.

8 STILL ANOTHER OBJECT of the present invention is to provide a word-
9 forming game for at least two players and apparatus therefor that is
10 simple to use.

11 BRIEFLY STATED, STILL YET ANOTHER OBJECT of the present invention
12 is to provide a word-forming game for at least two players that includes
13 twenty-eight aligned playing pieces. Each playing piece has front and
14 rear indicia thereon that includes an uppercase letter and a corresponding
15 lowercase letter therebelow. The front and rear indicia of a first and
16 twenty-eight playing pieces is a "star," while the front indicia of a
17 second to a twenty-seventh playing piece are each respective letters of
18 the alphabet in alphabetical order and the rear indicia of the second to
19 the twenty-seventh playing piece are each also respective letters of the
20 alphabet, but in reverse alphabetical order. The method of playing the
21 word-forming game includes making as many words as possible from the
22 twenty-eight playing pieces, removing the associated letters therefrom
23 each time a word is made. The last player to be able to make a word wins.

24 The novel features which are considered characteristic of the
25 present invention are set forth in the appended claims. The invention
26 itself, however, both as to its construction and its method of operation,
27 together with additional objects and advantages thereof, will be best
28 understood from the following description of the specific embodiments when
29 read and understood in connection with the accompanying drawing.

BRIEF DESCRIPTION OF THE DRAWING

The figures of the drawing are briefly described as follows:

- FIGURE 1 is a diagrammatic perspective view of the present invention in use;
- FIGURE 1A is an enlarged diagrammatic perspective view of a typical playing piece generally identified by arrow 1A in figure 1;
- FIGURE 2 is a diagrammatic side elevational view taken generally in the direction of arrow 2 in figure 1;
- FIGURE 3 is a diagrammatic bottom plan view taken generally in the direction of arrow 3 in figure 2;
- FIGURE 4 is a diagrammatic elevational view of first and twenty-eight playing pieces taken generally in the directions of arrows F and R in figure 2;
- FIGURE 5 is a diagrammatic elevational view of a second playing piece taken generally in the direction of arrow F in figure 2 and of a twenty-seventh playing piece taken generally in the direction of arrow R in figure 2;
- FIGURE 6 is a diagrammatic elevational view of a third playing piece taken generally in the direction of arrow F in figure 2 and of a twenty-sixth playing piece taken generally in the direction of arrow R in figure 2;
- FIGURE 7 is a diagrammatic elevational view of a fourth playing piece taken generally in the direction of arrow F in figure 2 and of a twenty-fifth playing piece taken generally in the direction of arrow R in figure 2;
- FIGURE 8 is a diagrammatic elevational view of a fifth playing piece taken generally in the direction of arrow F in figure 2 and of a twenty-fourth playing piece taken generally in the direction of arrow R in figure 2;

1 FIGURE 9 is a diagrammatic elevational view of a sixth playing
2 piece taken generally in the direction of arrow F in
3 figure 2 and of a twenty-third playing piece taken
4 generally in the direction of arrow R in figure 2;
5 FIGURE 10 is a diagrammatic elevational view of a seventh playing
6 piece taken generally in the direction of arrow F in
7 figure 2 and of a twenty-second playing piece taken
8 generally in the direction of arrow R in figure 2;
9 FIGURE 11 is a diagrammatic elevational view of a eighth playing
10 piece taken generally in the direction of arrow F in
11 figure 2 and of a twenty-first playing piece taken
12 generally in the direction of arrow R in figure 2;
13 FIGURE 12 is a diagrammatic elevational view of a ninth playing
14 piece taken generally in the direction of arrow F in
15 figure 2 and of a twentieth playing piece taken
16 generally in the direction of arrow R in figure 2;
17 FIGURE 13 is a diagrammatic elevational view of a tenth playing
18 piece taken generally in the direction of arrow F in
19 figure 2 and of an nineteenth playing piece taken
20 generally in the direction of arrow R in figure 2;
21 FIGURE 14 is a diagrammatic elevational view of a eleventh playing
22 piece taken generally in the direction of arrow F in
23 figure 2 and of a eighteenth playing piece taken
24 generally in the direction of arrow R in figure 2;
25 FIGURE 15 is a diagrammatic elevational view of a twelfth playing
26 piece taken generally in the direction of arrow F in
27 figure 2 and of a seventeenth playing piece taken
28 generally in the direction of arrow R in figure 2;
29 FIGURE 16 is a diagrammatic elevational view of a thirteenth
30 playing piece taken generally in the direction of arrow
31 F in figure 2 and of a sixteenth playing piece taken
32 generally in the direction of arrow R in figure 2;

1 FIGURE 17 is a diagrammatic elevational view of a fourteenth
2 playing piece taken generally in the direction of arrow
3 F in figure 2 and of the fifteenth playing piece taken
4 generally in the direction of arrow R in figure 2;
5 FIGURE 18 is a diagrammatic elevational view of a fifteenth
6 playing piece taken generally in the direction of arrow
7 F in figure 2 and of the fourteenth playing piece taken
8 generally in the direction of arrow R in figure 2;
9 FIGURE 19 is a diagrammatic elevational view of a sixteenth
10 playing piece taken generally in the direction of arrow
11 F in figure 2 and of the thirteenth playing piece taken
12 generally in the direction of arrow R in figure 2;
13 FIGURE 20 is a diagrammatic elevational view of a seventeenth
14 playing piece taken generally in the direction of arrow
15 F in figure 2 and of the twelfth playing piece taken
16 generally in the direction of arrow R in figure 2;
17 FIGURE 21 is a diagrammatic elevational view of a eighteenth
18 playing piece taken generally in the direction of arrow
19 F in figure 2 and of the eleventh playing piece taken
20 generally in the direction of arrow R in figure 2;
21 FIGURE 22 is a diagrammatic elevational view of a nineteenth
22 playing piece taken generally in the direction of arrow
23 F in figure 2 and of the tenth playing piece taken
24 generally in the direction of arrow R in figure 2;
25 FIGURE 23 is a diagrammatic elevational view of a twentieth
26 playing piece taken generally in the direction of arrow
27 F in figure 2 and of the ninth playing piece taken
28 generally in the direction of arrow R in figure 2;
29 FIGURE 24 is a diagrammatic elevational view of a twenty-first
30 playing piece taken generally in the direction of arrow
31 F in figure 2 and of the eighth playing piece taken
32 generally in the direction of arrow R in figure 2;

1 FIGURE 25 is a diagrammatic elevational view of a twenty-second
 2 playing piece taken generally in the direction of arrow
 3 F in figure 2 and of the seventh playing piece taken
 4 generally in the direction of arrow R in figure 2;
 5 FIGURE 26 is a diagrammatic elevational view of a twenty-third
 6 playing piece taken generally in the direction of arrow
 7 F in figure 2 and of the sixth playing piece taken
 8 generally in the direction of arrow R in figure 2;
 9 FIGURE 27 is a diagrammatic elevational view of a twenty-fourth
 10 playing piece taken generally in the direction of arrow
 11 F in figure 2 and of the fifth playing piece taken
 12 generally in the direction of arrow R in figure 2;
 13 FIGURE 28 is a diagrammatic elevational view of a twenty-fifth
 14 playing piece taken generally in the direction of arrow
 15 F in figure 2 and of the fourth playing piece taken
 16 generally in the direction of arrow R in figure 2;
 17 FIGURE 29 is a diagrammatic elevational view of a twenty-sixth
 18 playing piece taken generally in the direction of arrow
 19 F in figure 2 and of the third playing piece taken
 20 generally in the direction of arrow R in figure 2;
 21 FIGURE 30 is a diagrammatic elevational view of a twenty-seventh
 22 playing piece taken generally in the direction of arrow
 23 F in figure 2 and of the second playing piece taken
 24 generally in the direction of arrow R in figure 2; and
 25 FIGURES 31A-31D are a process flow chart of the method of playing
 26 the game method of the present invention.

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LIST OF REFERENCE NUMERALS UTILIZED IN THE DRAWING

2 40 word-forming game of present invention for at least two players
3 (not shown)
4 42 twenty-eight playing pieces
5 44 front surface of each playing piece of twenty-eight playing
6 pieces 42 for facing one player (not shown)
7 46 rear surface of each playing piece of twenty-eight playing pieces
8 42 for facing another player (not shown)
9 48 pair of side surfaces of each playing piece of twenty-eight
10 playing pieces 42
11 50 bottom surface of each playing piece of twenty-eight playing
12 pieces 42 for resting on playing field 51
13 51 playing field
14 52 front indicia on front surface 44 of each playing piece of
15 twenty-eight playing pieces 42
16 54 rear indicia on rear surface 46 of each playing piece of twenty-
17 eight playing pieces 42
18 56 uppercase letter of each of front indicia 52 and rear indicia 54
19 of each playing piece of twenty-eight playing pieces 42
20 58 corresponding lowercase letter of each of front indicia 52 and
21 rear indicia 54 of each playing piece of twenty-eight playing
22 pieces 42
23 60 first and twenty-eight playing pieces of twenty-eight playing
24 pieces 42
25 62 "star" of front indicia 52 and rear indicia 54 of first playing
26 piece 60 of twenty-eight playing pieces 42
27 64 second playing piece of twenty-eight playing pieces 42
28 66 upper case and lower case "A/a" of front indicia 52 of second
29 playing piece 64 of twenty-eight playing pieces 42
30 68 upper case and lower case "Z/z" of rear indicia 54 of second
31 playing piece 64 of twenty-eight playing pieces 42

1 70 third playing piece of twenty-eight playing pieces 42
2 72 upper case and lower case "B/b" of front indicia 52 of third
3 playing piece 70 of twenty-eight playing pieces 42
4 73 upper case and lower case "Y/y" of rear indicia 54 of third
5 playing piece 70 of twenty-eight playing pieces 42
6 74 fourth playing piece of twenty-eight playing pieces 42
7 76 upper case and lower case "C/c" of front indicia 52 of fourth
8 playing piece 74 of twenty-eight playing pieces 42
9 78 upper case and lower case "X/x" of rear indicia 54 of fourth
10 playing piece 74 of twenty-eight playing pieces 42
11 80 fifth playing piece of twenty-eight playing pieces 42
12 82 upper case and lower case "D/d" of front indicia 52 of fifth
13 playing piece 80 of twenty-eight playing pieces 42
14 84 upper case and lower case "W/w" of rear indicia 54 of fifth
15 playing piece 80 of twenty-eight playing pieces 42
16 86 sixth playing piece of twenty-eight playing pieces 42
17 88 upper case and lower case "E/e" of front indicia 52 of sixth
18 playing piece 86 of twenty-eight playing pieces 42
19 90 upper case and lower case "V/v" of rear indicia 54 of sixth
20 playing piece 86 of twenty-eight playing pieces 42
21 92 seventh playing piece 92 of twenty-eight playing pieces 42
22 94 upper case and lower case "F/f" of front indicia 52 of seventh
23 playing piece 92 of twenty-eight playing pieces 42
24 96 upper case and lower case "U/u" of rear indicia 54 of seventh
25 playing piece 92 of twenty-eight playing pieces 42
26 98 eighth playing piece of twenty-eight playing pieces 42
27 100 upper case and lower case "G/g" of front indicia 52 of eighth
28 playing piece 98 of twenty-eight playing pieces 42
29 102 upper case and lower case "T/t" of rear indicia 54 of eighth
30 playing piece 98 of twenty-eight playing pieces 42
31 104 ninth playing piece of twenty-eight playing pieces 42

1 106 upper case and lower case "H/h" of front indicia 52 of ninth
2 playing piece 104 of twenty-eight playing pieces 42
3 107 upper case and a lower case "S/s" of rear indicia 54 of ninth
4 playing piece 104 of twenty-eight playing pieces 42
5 108 tenth playing piece of twenty-eight playing pieces 42
6 110 upper case and lower case "I/i" of front indicia 52 of tenth
7 playing piece 108 of twenty-eight playing pieces 42
8 112 upper case and lower case "R/r" of rear indicia 54 of tenth
9 playing piece 108 of twenty-eight playing pieces 42
10 114 eleventh playing piece of twenty-eight playing pieces 42
11 116 upper case and lower case "J/j" of front indicia 52 of eleventh
12 playing piece 114 of twenty-eight playing pieces 42
13 118 upper case and lower case "Q/q" of rear indicia 54 of eleventh
14 playing piece 114 of twenty-eight playing pieces 42
15 120 twelfth playing piece of twenty-eight playing pieces 42
16 122 upper case and lower case "K/k" of front indicia 52 of twelfth
17 playing piece 120 of twenty-eight playing pieces 42
18 123 upper case and lower case "P/p" of rear indicia 54 of twelfth
19 playing piece 120 of twenty-eight playing pieces 42
20 124 thirteenth playing piece of twenty-eight playing pieces 42
21 126 upper case and lower case "L/l" of front indicia 52 of thirteenth
22 playing piece 124 of twenty-eight playing pieces 42
23 128 upper case and a lower case "O/o" of rear indicia 54 of
24 thirteenth playing piece 124 of twenty-eight playing pieces 42
25 130 fourteenth playing piece 130 of twenty-eight playing pieces 42
26 132 upper case and lower case "M/m" of front indicia 52 of fourteenth
27 playing piece 130 of twenty-eight playing pieces 42
28 134 upper case and lower case "N/n" 134 of rear indicia 54 of
29 fourteenth playing piece 130 of twenty-eight playing pieces 42

1 DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

2 Referring now to the figures, in which like numerals indicate like
3 parts, and particularly to figure 1, the word game of the present
4 invention is shown generally at 40 for at least two players (not shown)
5 and comprises twenty-eight playing pieces 42.

6 The configuration of a each playing piece 42 can best be seen in
7 figures 1A, 2, and 3, and as such, will be discussed with reference
8 thereto.

9 Each playing piece 42 has a front surface 44 for facing one player
10 (not shown), a rear surface 46 for facing an opponent player (not shown),
11 a pair of side surfaces 48, and a bottom surface 50 for resting on a
12 playing field 51.

13 The front surface 44, the rear surface 46, and the bottom surface
14 50 of each playing piece 42 are each rectangular-shaped, while each of the
15 side surfaces 48 of each playing piece 42 is triangular-shaped and
16 initially abuts against a side surface 48 of an adjacent playing piece 42,
17 while the front surface 44 of each playing piece 42 initially aligns with
18 the front surface 44 of the adjacent playing piece 42, and the rear
19 surface 46 of each playing piece 42 initially aligns with the rear surface
20 46 of the adjacent playing piece 42.

21 The front surface 44 of each playing piece 42 has front indicia 52
22 thereon, while the rear surface 46 of each playing piece 42 has rear
23 indicia 54 thereon.

24 The front indicia 52 and the rear indicia 54 of each playing piece
25 42 are letters of the alphabet.

26 Each of the front indicia 52 and the rear indicia 54 of each playing
27 piece 42 comprises an uppercase letter 56 and a corresponding lowercase
28 letter 58 therebelow.

29 The specific front indicia 52 and the specific rear indicia 54 of
30 each playing piece of the twenty-eight playing pieces 42 can best be seen
31 in figures 4-30, and as such, will be discussed with reference thereto.

1 The front indicia 52 and the rear indicia 54 of a first and twenty-
2 eight playing piece 60 of the twenty-eight playing pieces 42 are each a
3 "star" 62 (FIG. 4).

4 In general, the front indicia 52 of a second to a twenty-seventh
5 playing piece of the twenty-eight playing pieces 42 are each respective
6 letters of the alphabet in alphabetical order, while the rear indicia 54
7 of the second to the twenty-seventh playing piece are each also respective
8 letters of the alphabet, but in reverse alphabetical order.

9 The front indicia 52 of a second playing piece 64 of the twenty-
10 eight playing pieces 42 is an upper case and a lower case "A/a" 66 (FIG.
11 5), while the rear indicia 54 of the second playing piece 64 of the
12 twenty-eight playing pieces 42 is an upper case and a lower case "Z/z" 68
13 (FIG. 30).

14 The front indicia 52 of a third playing piece 70 of the twenty-eight
15 playing pieces 42 is an upper case and a lower case "B/b" 72 (FIG. 6),
16 while the rear indicia 54 of the third playing piece 70 of the twenty-
17 eight playing pieces 42 is an upper case and a lower case "Y/y" 73 (FIG.
18 29).

19 The front indicia 52 of a fourth playing piece 74 of the twenty-
20 eight playing pieces 42 is an upper case and a lower case "C/c" 76 (FIG.
21 7), while the rear indicia 54 of the fourth playing piece 74 of the
22 twenty-eight playing pieces 42 is an upper case and a lower case "X/x" 78
23 (FIG. 28).

24 The front indicia 52 of a fifth playing piece 80 of the twenty-eight
25 playing pieces 42 is an upper case and a lower case "D/d" 82 (FIG. 8),
26 while the rear indicia 54 of the fifth playing piece 80 of the twenty-
27 eight playing pieces 42 is an upper case and a lower case "W/w" 84 (FIG.
28 27).

29 The front indicia 52 of a sixth playing piece 86 of the twenty-eight
30 playing pieces 42 is an upper case and a lower case "E/e" 88 (FIG. 9),
31 while the rear indicia 54 of the sixth playing piece 86 of the twenty-

1 eight playing pieces 42 is an upper case and a lower case "V/v" 90 (FIG.
2 26).

3 The front indicia 52 of a seventh playing piece 92 of the twenty-
4 eight playing pieces 42 is an upper case and a lower case "F/f" 94 (FIG.
5 10), while the rear indicia 54 of the seventh playing piece 92 of the
6 twenty-eight playing pieces 42 is an upper case and a lower case "U/u" 96
7 (FIG. 25).

8 The front indicia 52 of an eighth playing piece 98 of the twenty-
9 eight playing pieces 42 is an upper case and a lower case "G/g" 100 (FIG.
10 11), while the rear indicia 54 of the eighth playing piece 98 of the
11 twenty-eight playing pieces 42 is an upper case and a lower case "T/t" 102
12 (FIG. 24).

13 The front indicia 52 of a ninth playing piece 104 of the twenty-
14 eight playing pieces 42 is an upper case and a lower case "H/h" 106 (FIG.
15 12), while the rear indicia 54 of the ninth playing piece 104 of the
16 twenty-eight playing pieces 42 is an upper case and a lower case "S/s" 107
17 (FIG. 23).

18 The front indicia 52 of a tenth playing piece 108 of the twenty-
19 eight playing pieces 42 is an upper case and a lower case "I/i" 110 (FIG.
20 13), while the rear indicia 54 of the tenth playing piece 108 of the
21 twenty-eight playing pieces 42 is an upper case and a lower case "R/r" 112
22 (FIG. 22).

23 The front indicia 52 of an eleventh playing piece 114 of the twenty-
24 eight playing pieces 42 is an upper case and a lower case "J/j" 116 (FIG.
25 14), while the rear indicia 54 of the eleventh playing piece 114 of the
26 twenty-eight playing pieces 42 is an upper case and a lower case "Q/q" 118
27 (FIG. 21).

28 The front indicia 52 of a twelfth playing piece 120 of the twenty-
29 eight playing pieces 42 is an upper case and a lower case "K/k" 122 (FIG.
30 15), while the rear indicia 54 of the twelfth playing piece 120 of the
31 twenty-eight playing pieces 42 is an upper case and a lower case "P/p" 123
32 (FIG. 20).

1 The front indicia 52 of a thirteenth playing piece 124 of the
2 twenty-eight playing pieces 42 is an upper case and a lower case "L/l" 126
3 (FIG. 16), while the rear indicia 54 of the thirteenth playing piece 124
4 of the twenty-eight playing pieces 42 is an upper case and a lower case
5 "O/o" 128 (FIG. 18).

6 The front indicia 52 of a fourteenth playing piece 130 of the
7 twenty-eight playing pieces 42 is an upper case and a lower case "M/m" 132
8 (FIG. 17), while the rear indicia 54 of the fourteenth playing piece 130
9 of the twenty-eight playing pieces 42 is an upper case and a lower case
10 "N/n" 134 (FIG. 18).

11 The front indicia 52 and the rear indicia 54 of a thirteen playing
12 piece to a twenty-sixth playing piece of the twenty-eight playing pieces
13 42 are the reverse of the front indicia 52 and the rear indicia 54 of the
14 second playing piece 64 to the fourteenth playing piece 130 of the twenty-
15 eight playing pieces 42, respectively, i.e., the front indicia 52 of the
16 fifteenth playing piece to the twenty-sixth playing piece of the twenty-
17 eight playing pieces 42 is the rear indicia 54 of the second playing piece
18 64 to the fourteenth playing piece 130 of the twenty-eight playing pieces
19 42, respectively, and the rear indicia 54 of the fifteenth playing piece
20 to the twenty-sixth playing piece of the twenty-eight playing pieces 42
21 is the front indicia 52 of the second playing piece 64 to the fourteenth
22 playing piece 130 of the twenty-eight playing pieces 42, respectively.

23 In other words there are two of a kind of a total of fourteen
24 different kinds of play pieces described in this specification. It is to
25 be realized that others may devise different rules for playing different
26 games with different numbers of kinds of playing pieces without departing
27 from the spirit of the present invention.

28 The method of playing the word-forming game 10 can best be seen in
29 figures 1 and 31A-31d, and as such, will be discussed with reference
30 thereto.

31 STEP 1: Align the twenty-eight playing pieces 42, twenty-six in
32 alphabetical order and two "joker stars", on the playing field

- 1 51, between the one player and the opponent player, so as to
2 form aligned playing pieces.
- 3 STEP 2: Announce, by a first player, so as to form an announced first
4 player, a word to be spelled from the aligned playing pieces.
- 5 STEP 3: Remove, by the announced first player, playing pieces from the
6 aligned playing pieces that spell the word announced, so as
7 to leave remaining aligned playing pieces.
- 8 STEP 4: Determine, by a next player, if there are sufficient playing
9 pieces remaining in the remaining playing pieces to form
10 another word.
- 11 STEP 5: Win game by last player, if answer to step 4 is no.
- 12 STEP 6: Announce, by the next player, so as to form an announced next
13 player, a word to be spelled from the remaining aligned
14 playing pieces, if answer to step 4 is yes.
- 15 STEP 6: Remove, by the announced next player, playing pieces of the
16 remaining aligned playing pieces that spell the word
17 announced, if step 5 is carried out.
- 18 STEP 7: Return to step 4, if step 6 is carried out.

19 It will be understood that each of the elements described above, or
20 two or more together, may also find a useful application in other types
21 of constructions differing from the types described above.

22 While the invention has been illustrated and described as embodied
23 in a word-forming game for at least two players and apparatus therefor,
24 however, it is not limited to the details shown, since it will be
25 understood that various omissions, modifications, substitutions and
26 changes in the forms and details of the device illustrated and its
27 operation can be made by those skilled in the art without departing in any
28 way from the spirit of the present invention.

29 Without further analysis, the foregoing will so fully reveal the
30 gist of the present invention that others can, by applying current
31 knowledge, readily adapt it for various applications without omitting

- 1 features that, from the standpoint of prior art, fairly constitute
- 2 characteristics of the generic or specific aspects of this invention.